

# Distributed Signal Processing for Binaural Hearing Aids

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# Outline

- 1 Motivations
- 2 Information-theoretic Results
- 3 Binaural Noise Reduction
- 4 Gain-rate Optimality
- 5 Distributed Source Coding of Binaural Innovation
- 6 Summary of Contributions

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# Motivations

## Hearing aids through the ages



# Motivations

## State of the art technology



BTE



ITE



ITC



CIC

- Analog vs. digital
- 2-3 (omni) directional microphones, 1 loudspeaker
- **Main goal:** improve speech intelligibility
- Tasks: compression, noise reduction, feedback cancelation

# Motivations

## Problems

- Few closely spaced microphones
- Monaural/bilateral amplification

**Solution:** binaural hearing aids



**Challenges:** stringent constraints of communication link

- Power: battery operated (1 Volt, lifetime 5-7 days)
- Delay: 5 ms to 15 ms (open/closed fitting)
- Rate: few bps to hundreds of kbps

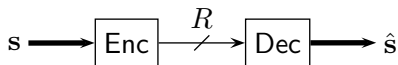
**State of the art**

- Large literature on multi-microphone systems (e.g., [JohnsonD93, VanTrees02])
- Rate-constrained nature of the link is not addressed

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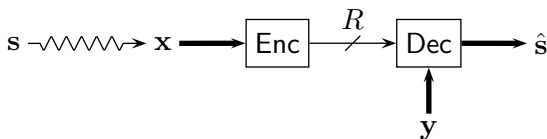
## Source coding [Shannon59]



- **Given:** a source and a distortion criterion  $d(s, \hat{s})$
- **Assumptions:** known distribution, unbounded coding delay and complexity
- **Result:** the rate-distortion function  $R(D)$

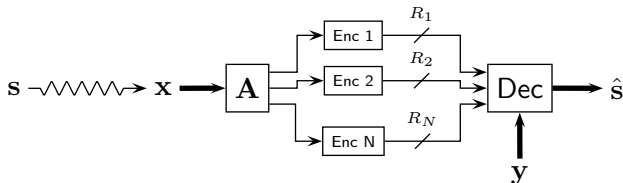
# Information-theoretic Results

Remote source coding with side information at the decoder  
[Yamamoto80]



# Information-theoretic Results

## Gaussian vectors and MSE distortion [RoyV08]



Transform coding: **estimation stage** followed by **coding stage**

[RoyV08] O. Roy and M. Vetterli, "Dimensionality Reduction for Distributed Estimation in the Infinite Dimensional Regime", IEEE Transactions on Information Theory, Vol. 54, Nr. 2, pp. 1655-1669, 2008.

## Gaussian vectors and MSE distortion

### Theorem

*Optimal encoding strategy*

- 1 Apply local transform  $\mathbf{A} = \mathbf{U}^H \mathbf{R}_{s\bar{x}} \mathbf{R}_{\bar{x}}^{-1}$ , where

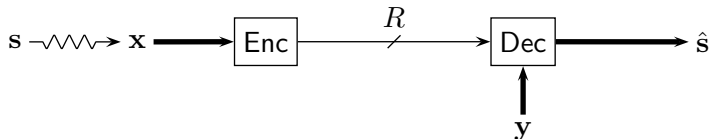
$$\begin{aligned}\bar{\mathbf{x}} &= \mathbf{x} - \mathbf{R}_{xy} \mathbf{R}_y^{-1} \mathbf{y} \\ \mathbf{U}^H \mathbf{R}_{s\bar{x}} \mathbf{R}_{\bar{x}}^{-1} \mathbf{R}_{s\bar{x}}^H \mathbf{U} &= \text{diag}(\lambda_1, \dots, \lambda_N) .\end{aligned}$$

- 2 Reverse “water-filling” on  $\lambda_1, \dots, \lambda_N$
- 3 Conditionally independent scalar Wyner-Ziv coding

# Information-theoretic Results

## Coding strategies

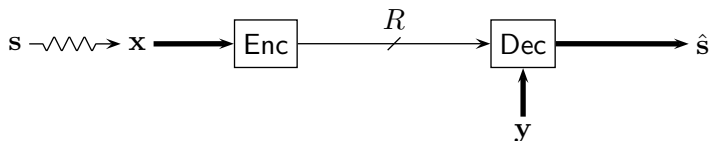
### ■ Side information aware (SIA)



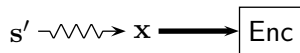
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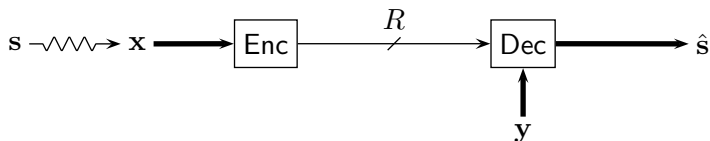
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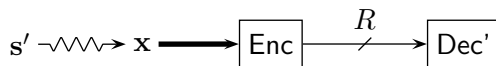
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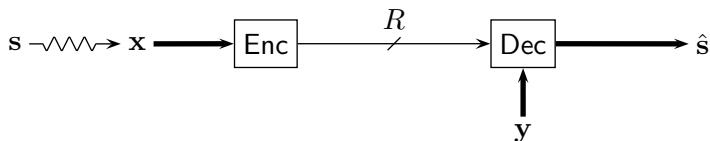
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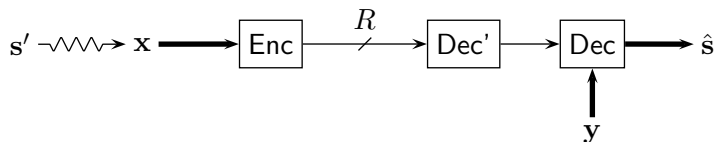
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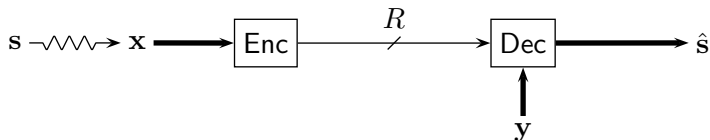




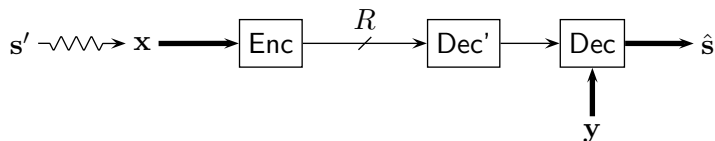
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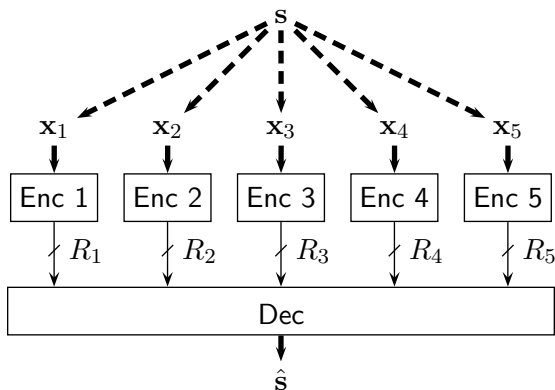
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Sub-optimality of SIU coding: **estimation stage** and **coding stage**

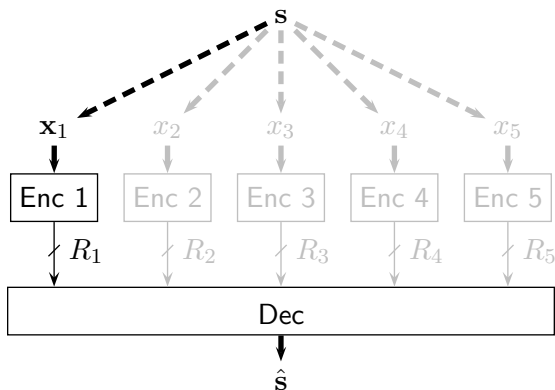
# Information-theoretic Results

**Application:** locally optimal distributed estimation [RoyV08]



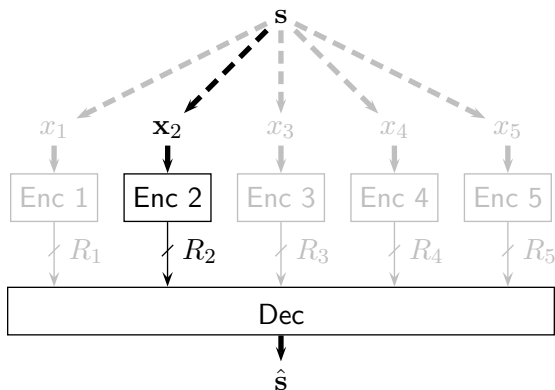
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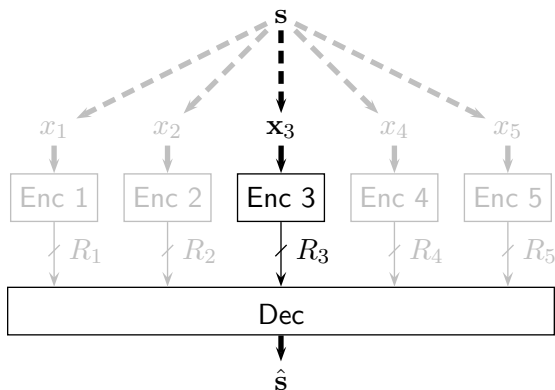
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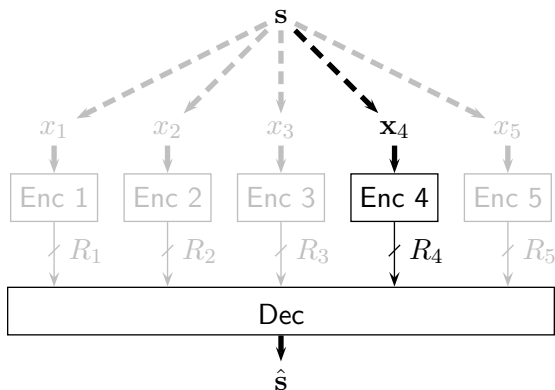
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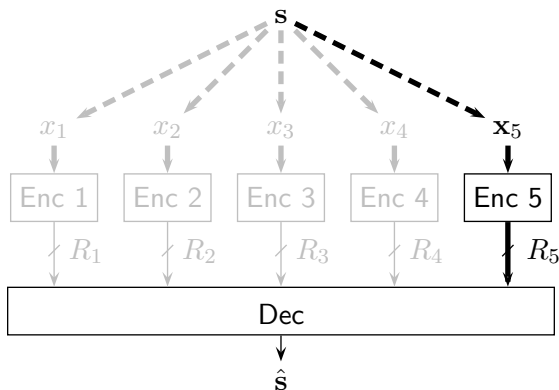
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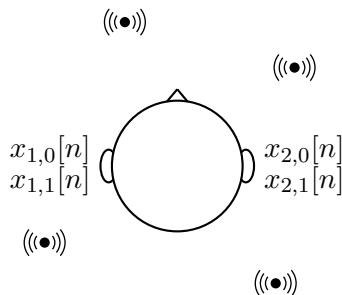


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# Binaural Noise Reduction

## Recording setup



## Recorded signals

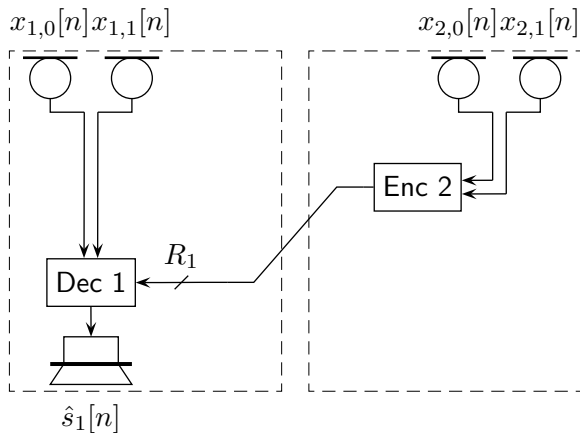
$$x_{l,k}[n] = x_{l,k}^s[n] + x_{l,k}^n[n] \quad \text{for } l = 1, 2 \text{ and } k = 0, 1$$

## Desired (or remote) signals

$$s_l[n] = x_{l,0}^s[n] \quad \text{for } l = 1, 2$$

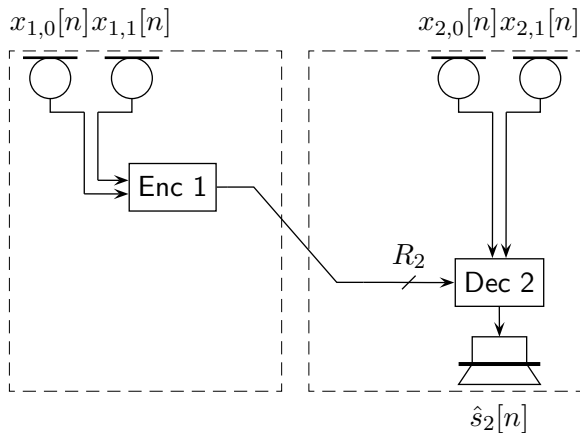
# Binaural Noise Reduction

**Monoaural** perspective:  $D_1(R_1)$



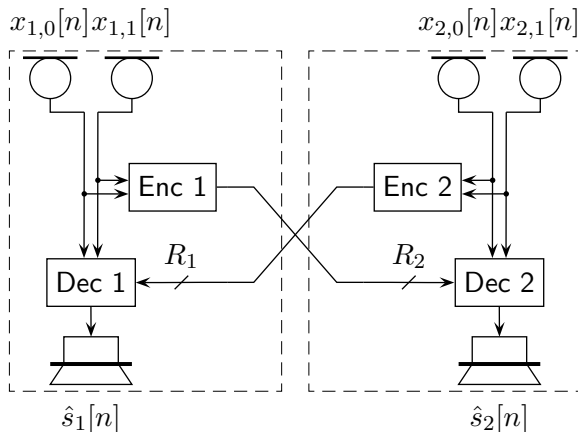
# Binaural Noise Reduction

**Monaural** perspective:  $D_2(R_2)$



# Binaural Noise Reduction

**Binaural** perspective:  $D(R)$  with  $D = D_1 + D_2$ ,  $R = R_1 + R_2$



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Gain-rate trade-offs [RoyV08b]

- **Monaural**

$$G_l(R_l) = \frac{D_l(0)}{D_l(R_l)} \quad \text{for } l = 1, 2$$

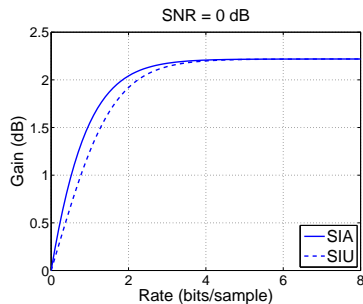
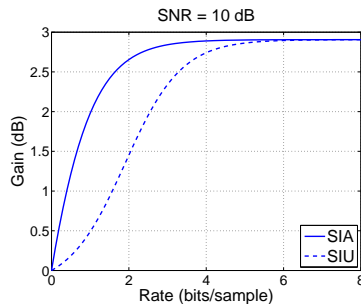
- **Binaural**

$$G(R) = \frac{D(0)}{D(R)}$$

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# Gain-rate Optimality

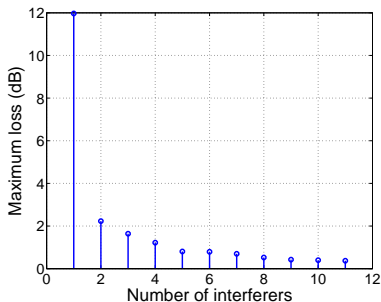
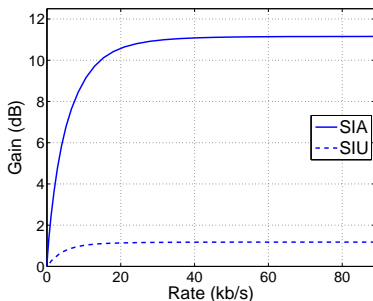
**Monaural** gain-rate trade-offs  
(1 speech source, uncorrelated noise)



- Estimation stage: no loss
- Coding stage: higher the SNR, bigger the loss

# Gain-rate Optimality

**Monaural** gain-rate trade-offs and maximum loss of SIU over SIA  
(1 speech source, one interferer, SNR = 0 dB)



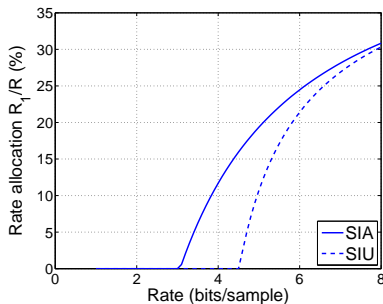
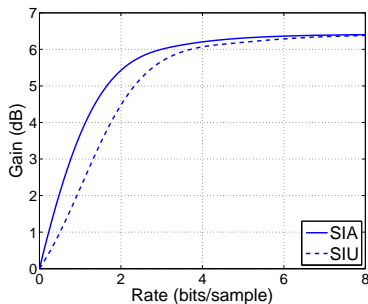
- Estimation stage: higher the noise correlation, bigger the loss
- Coding stage: higher the SNR, bigger the loss



# Gain-rate Optimality

**Binaural** gain-rate trade-offs and rate allocation

(1 speech source, uncorrelated noise,  $\text{SNR}_1 = 10$  dB,  $\text{SNR}_2 = 0$  dB)



- The larger the SNR difference, the larger the rate threshold
- Rate threshold with SIU coding larger than with SIA coding

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# Distributed Source Coding of Binaural Innovation

**Binaural innovation:** two parametric models

- Based on **binaural cues**
- Based on **sparse filter**

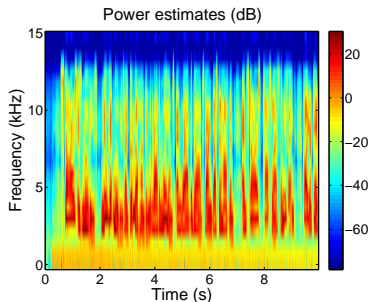
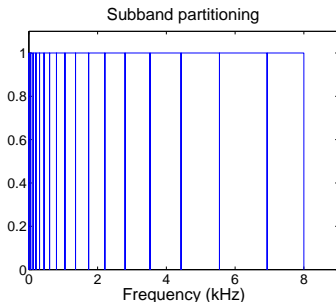
## Applications

- Scene analysis
- Voice activity detection
- Distributed spatial audio coding

# Distributed Source Coding of Binaural Innovation

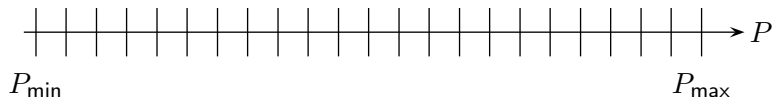
Model based on **binaural cues**

- Inter-channel level difference (ICLD):  $P_1 - P_2$
- Inter-channel time difference (ICTD):  $\tau_1 - \tau_2$
- Time-frequency processing



# Distributed Source Coding of Binaural Innovation

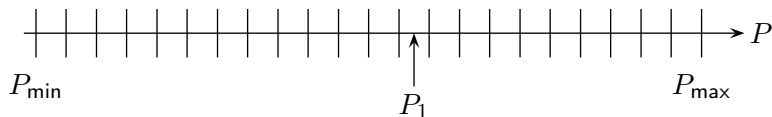
## ■ Distributed coding of ICLDs [RoyV07]



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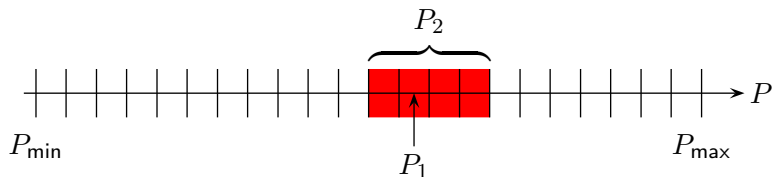
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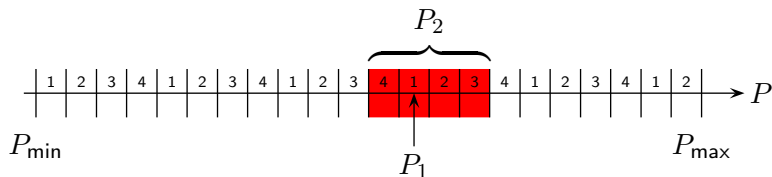
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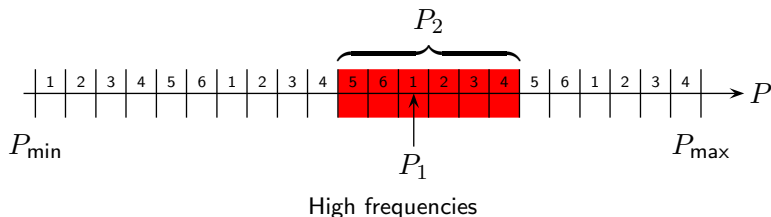
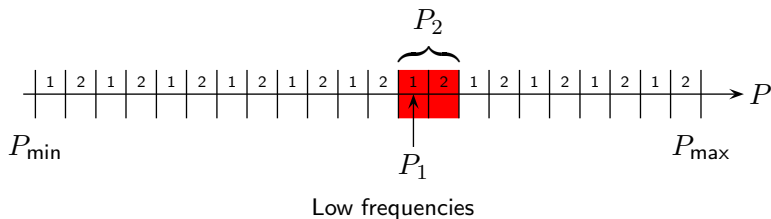
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# Distributed Source Coding of Binaural Innovation

## ■ Distributed coding of ICLDs [RoyV07]



- Distributed coding of ICTDs [RoyV07]
  - Lookup table
  - No increase in bitrate
  - Low computational complexity
  - Satisfactory only to some extent

# Distributed Source Coding of Binaural Innovation

Model based on a **sparse filter**

- Time-domain formulation ( $0 \leq n < N$ ,  $K \ll N$ )

$$x_2[n] = h[n] \circledast x_1[n], \quad \text{where} \quad h[n] = \sum_{k=1}^K c_k \delta[n - n_k]$$

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- Frequency-domain formulation ( $0 \leq m < N$ ,  $K \ll N$ )

$$X_2[m] = H[m] \odot X_1[m], \quad \text{where} \quad H[m] = \sum_{k=1}^K c_k e^{-j \frac{2\pi}{N} n_k m}$$

# Distributed Source Coding of Binaural Innovation

Distributed sensing algorithm [RoyHLV09]

- 1 Hearing aid 2 computes DFT coefficients  $X_2[0], \dots, X_2[K]$

[RoyHLV09] O. Roy, A. Hormati, Y. Lu, and M. Vetterli, "Distributed Sensing of Signals Linked by Sparse Filtering", submitted to IEEE International Conference on Acoustics, Speech, and Signal Processing, 2009.

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## Distributed sensing algorithm [RoyHLV09]

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( $2K+1$  real numbers,  $K \ll N$ )

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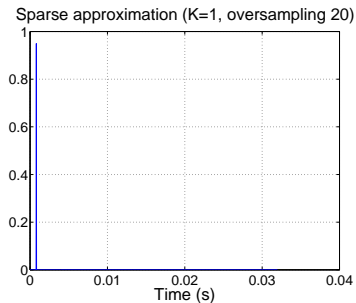
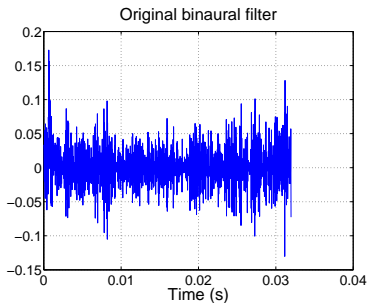
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- 4 Hearing aid 1 computes DFT coefficients  $H[0], \dots, H[K]$
- 5 Hearing aid 1 recovers  $H[m]$  for  $0 \leq m < N$  using annihilating filter method

# Distributed Source Coding of Binaural Innovation

- Robustness to model mismatch: Cadzow's denoising [Cadzow88]



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- Remote source coding with side information  
(weighted MSE, Gaussian vectors and extensions, SIA/SIU)
- Locally optimal algorithm for distributed estimation
- Gain-rate analysis  
(closed-form formulas, optimal rate allocation)
- Method for distributed coding of binaural cues
- Distributed sensing scheme based on annihilating filters
- Study of optimal multichannel filtering in the WOLA domain  
(not presented here)

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Thanks for your attention

- RoyHLV09 O. Roy, A. Hormati, Y. Lu, and M. Vetterli, "Distributed Sensing of Signals Linked by Sparse Filtering", submitted to IEEE International Conference on Acoustics, Speech, and Signal Processing, 2009.
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Full list available at <http://lca-www.epfl.ch/~oroy>

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- YamamotoI80** H. Yamamoto and K. Itoh, "Source Coding Theory for Multiterminal Communication Systems with a Remote Source", IECE Transactions, vol. E63, pp. 700-706, October 1980.
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